

ARCHON

M	T	SV	W	LD	OC	
7"	3	4+	4	6+	1	

AUFSTELLUNG

1x Archon

Equipped with: Blast pistol, Splinter pistol, Agoniser, Huskblade, Master-crafted power weapon

Wargear Options:

- This model can replace its Splinter pistol with Blast pistol or Soul Trap.
- This model can replace its Huskblade with Agoniser or Master-crafted power weapon.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blast pistol PISTOL	6"	1	2+	8	-3	D3
Splinter pistol ANTI-INFANTRY 3+, ASSAULT, PISTOL	12"	1	2+	2	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Agoniser ANTI-INFANTRY 3+	Melee	6	2+	3	-2	1
Huskblade DEVASTATING WOUNDS	Melee	4	2+	3	-2	3
Master-crafted power weapon	Melee	5	2+	4	-2	2

ABILITIES

CORE - Leader

RULES - Leader

Devious Mastermind

Once per battle round, one model from your army with this ability can use it when its unit is targeted with a stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Hatred Eternal (Pain)

In your Shooting or the Fight phase, when you select this model's unit to shoot or fight, you can spend 1 Pain token to Empower that unit. While that unit is Empowered, each time a model in that unit makes an attack, you can re-roll the Hit roll.



Overlord

Once per battle, at the start of any phase, you can select one friendly Drukhari unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Shadowfield

While this model has an InSv, this unit cannot re-roll save rolls. When this model loses a wound (excluding from mortal wounds), this model has no InSv until the end of the battle.

Soul Trap

Add 1 to the Attacks and Strength characteristics of the bearer's melee weapons. The first time the bearer makes a melee attack that destroys an enemy model, after all the bearer's attacks have been resolved, until the end of the battle, add an additional 1 to the Attacks and Strength characteristics of the bearer's melee weapons.

Leader

This model can be attached to the following units:

- COURT OF THE ARCHON
- HAND OF THE ARCHON
- INCUBI
- KABALITE WARRIORS

WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.



Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.